

FIG.1

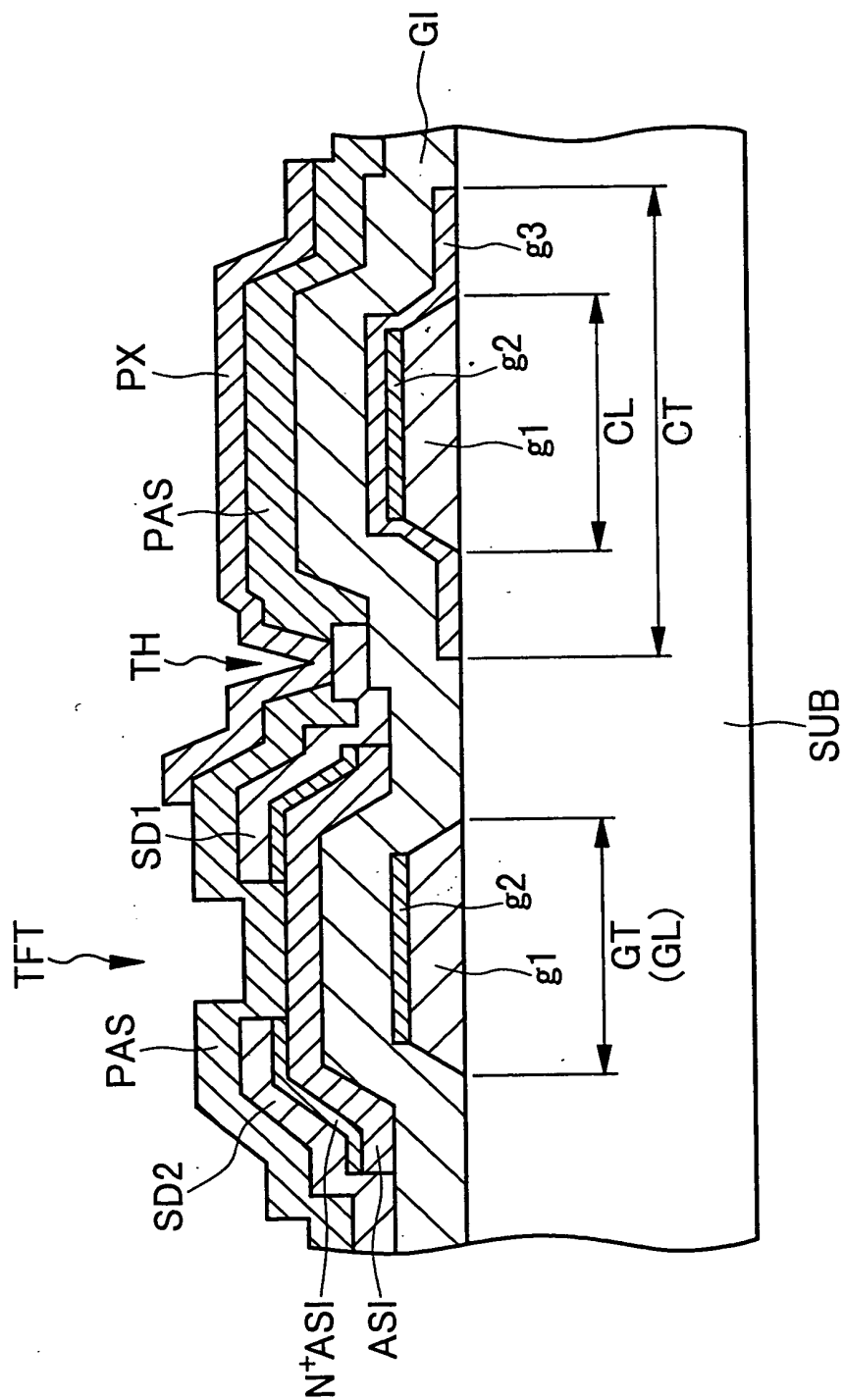
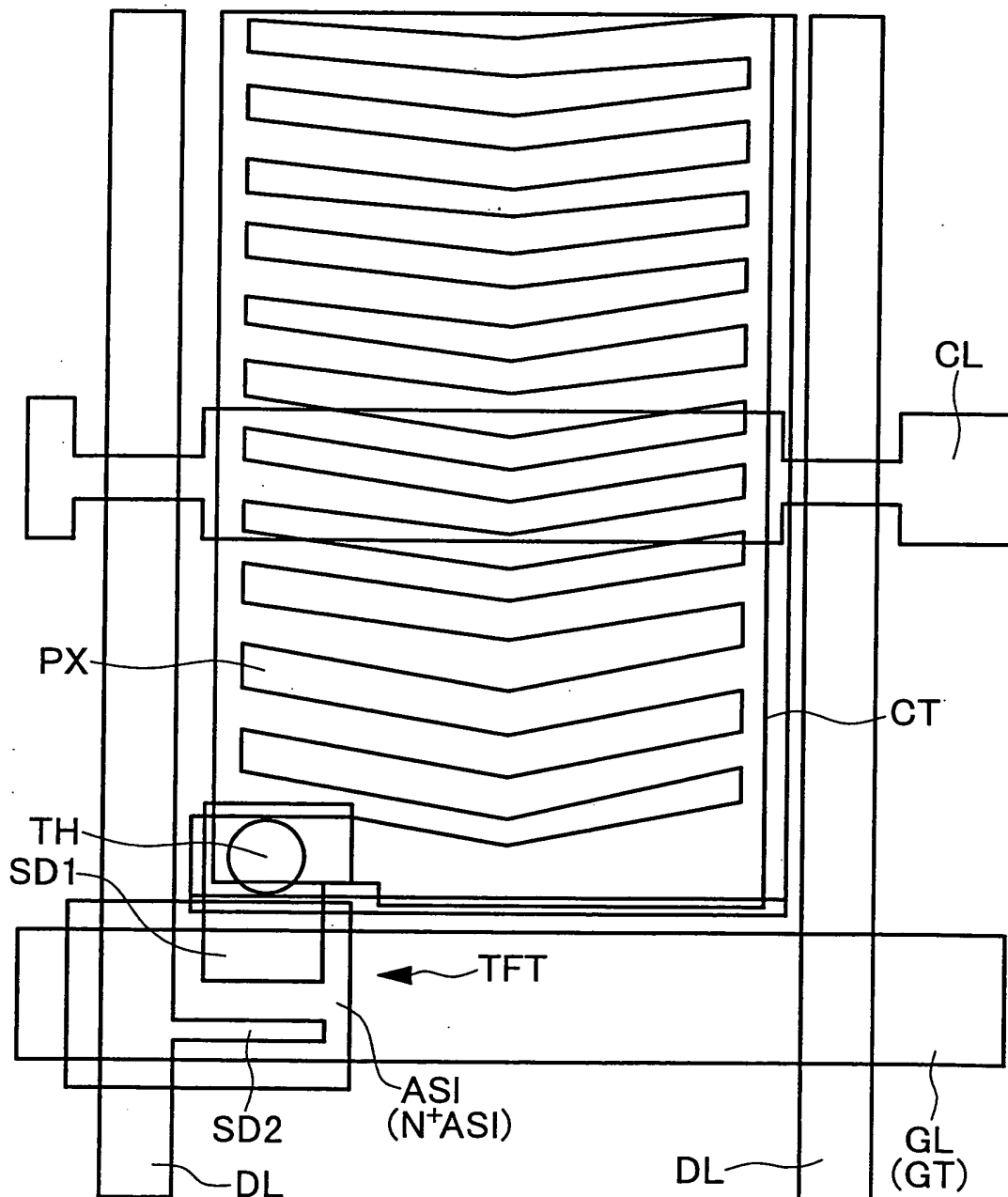


FIG.2



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FIG.3

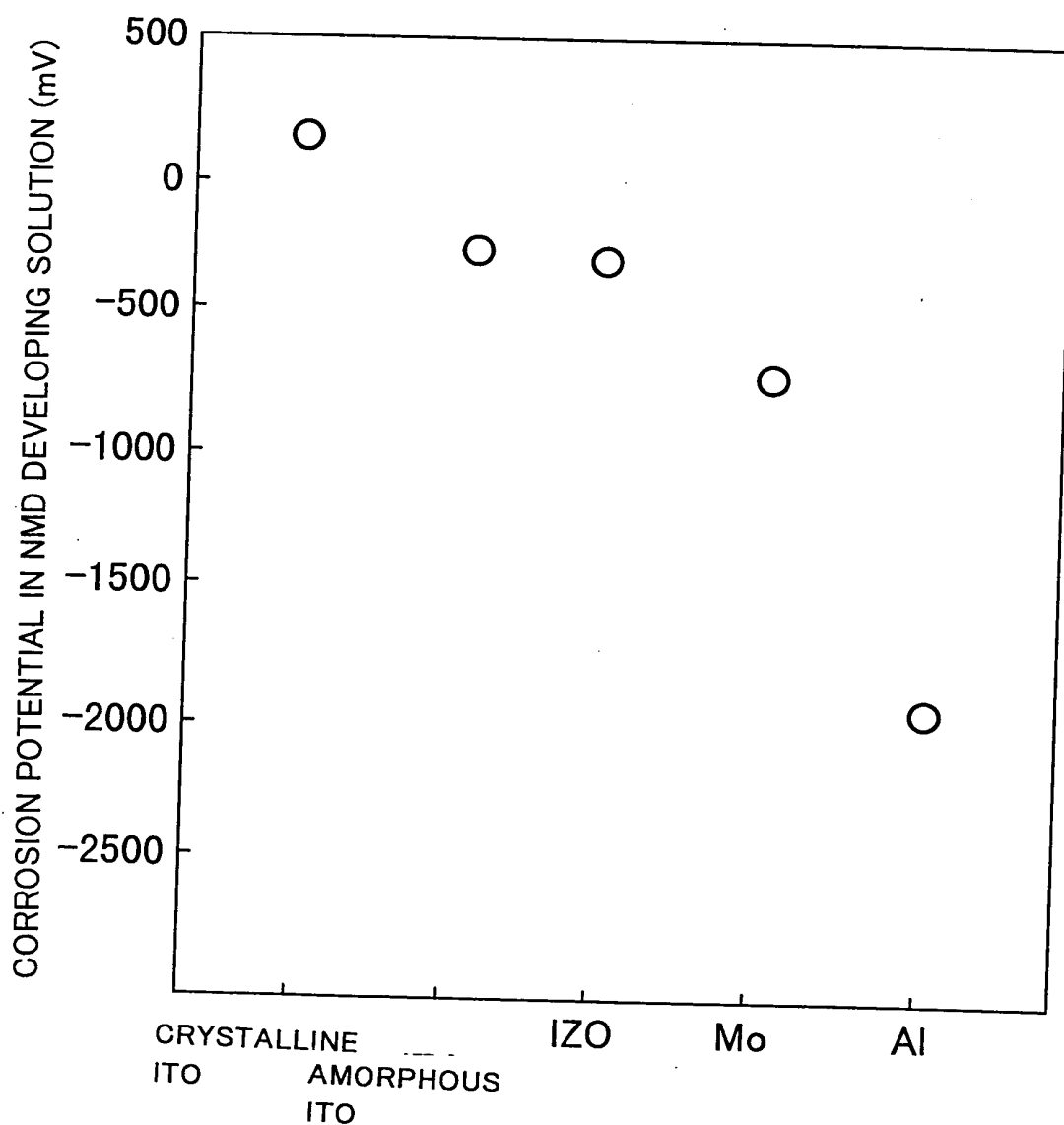
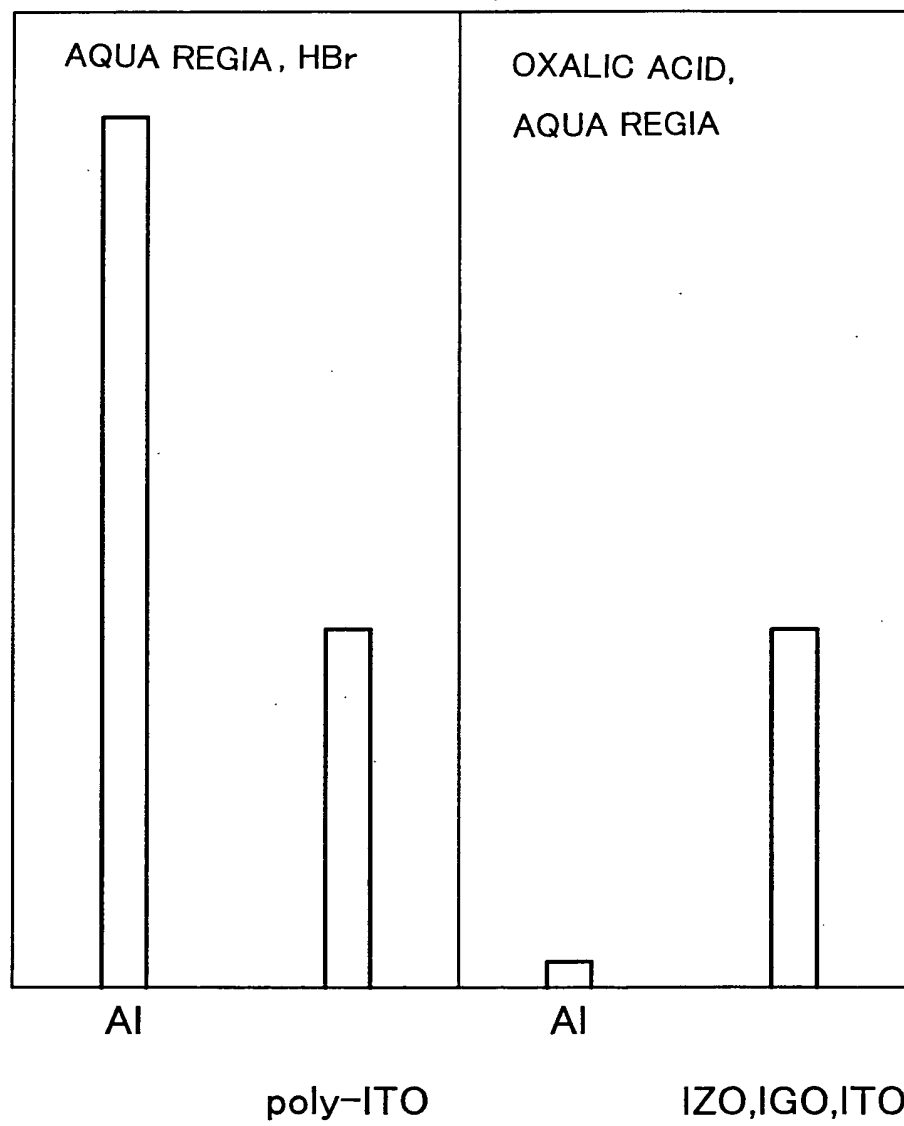


FIG.4



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FIG.5

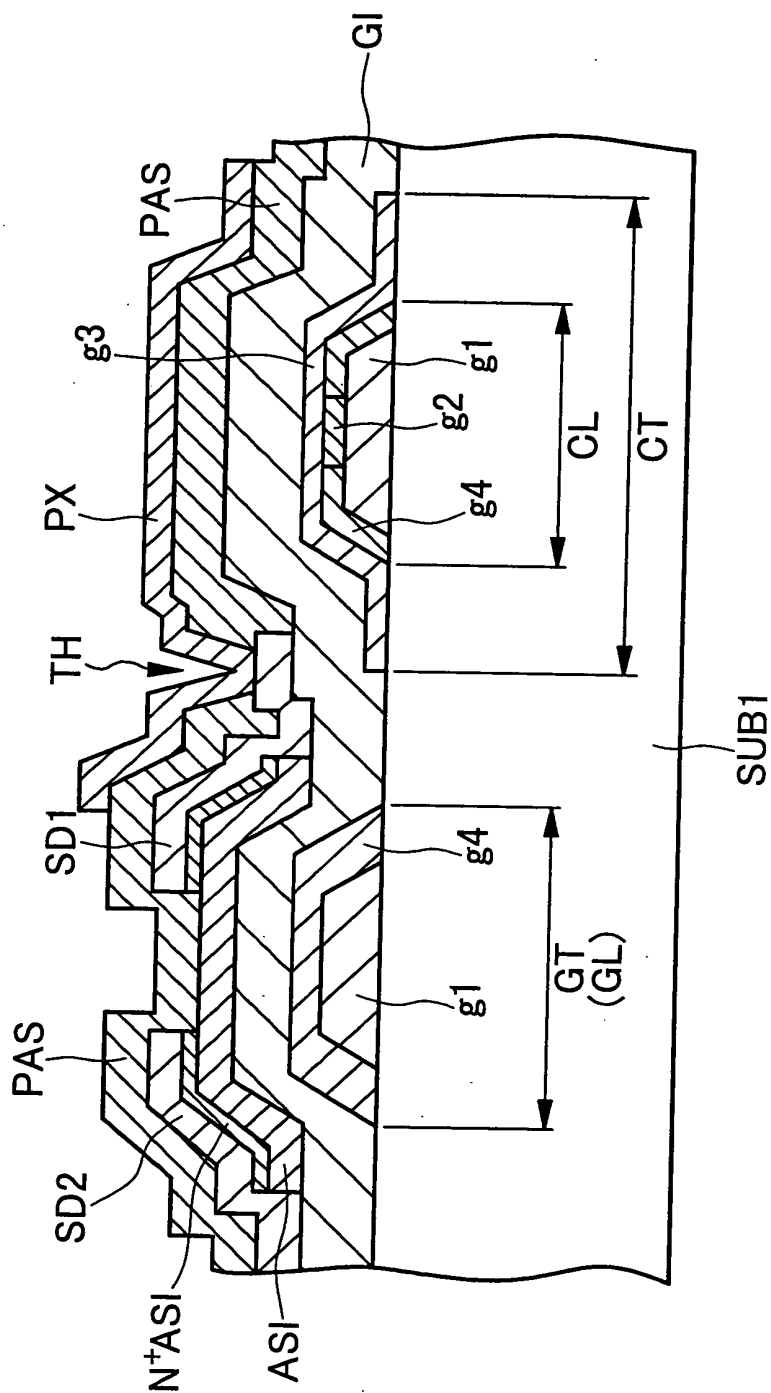


FIG.6

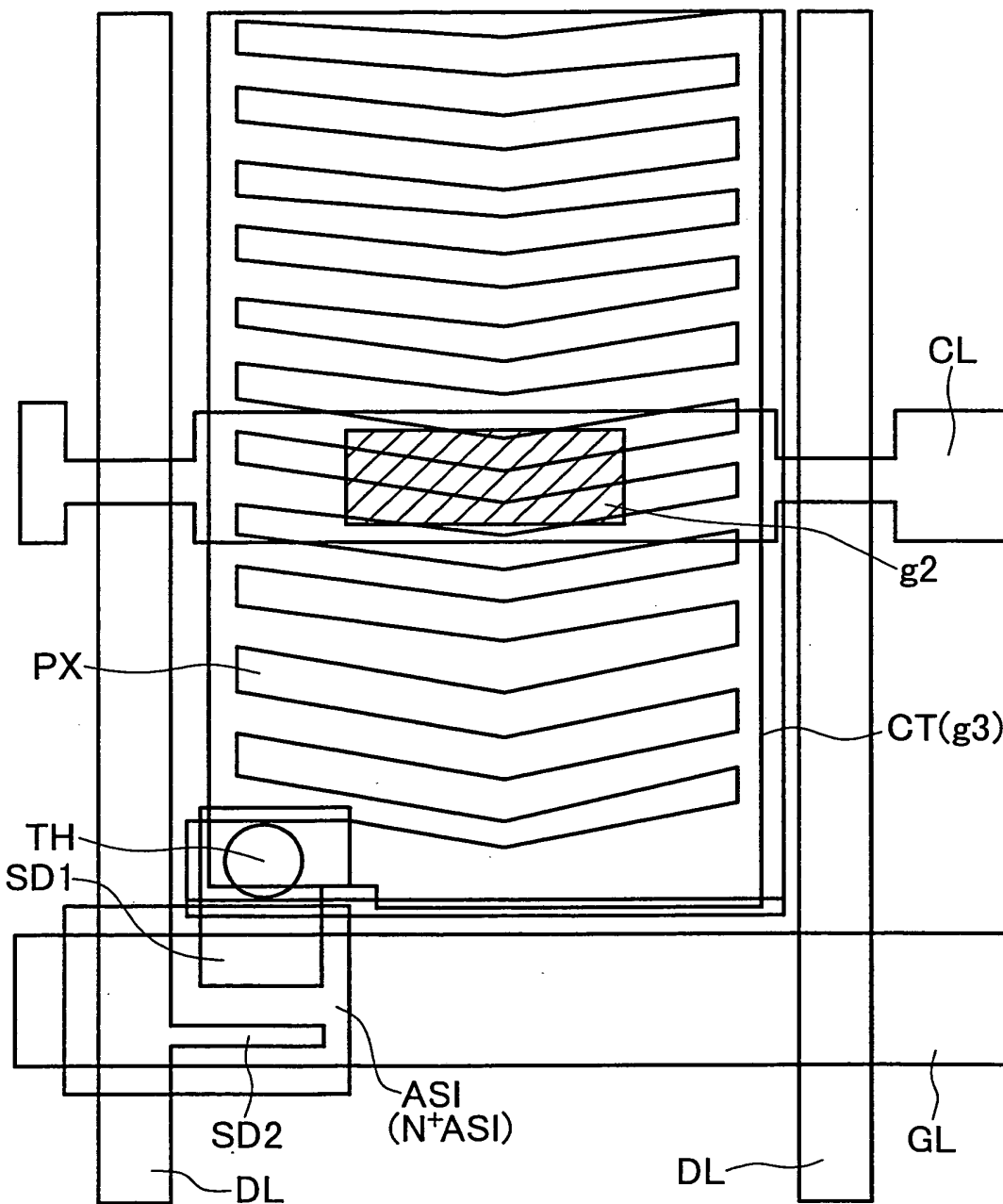
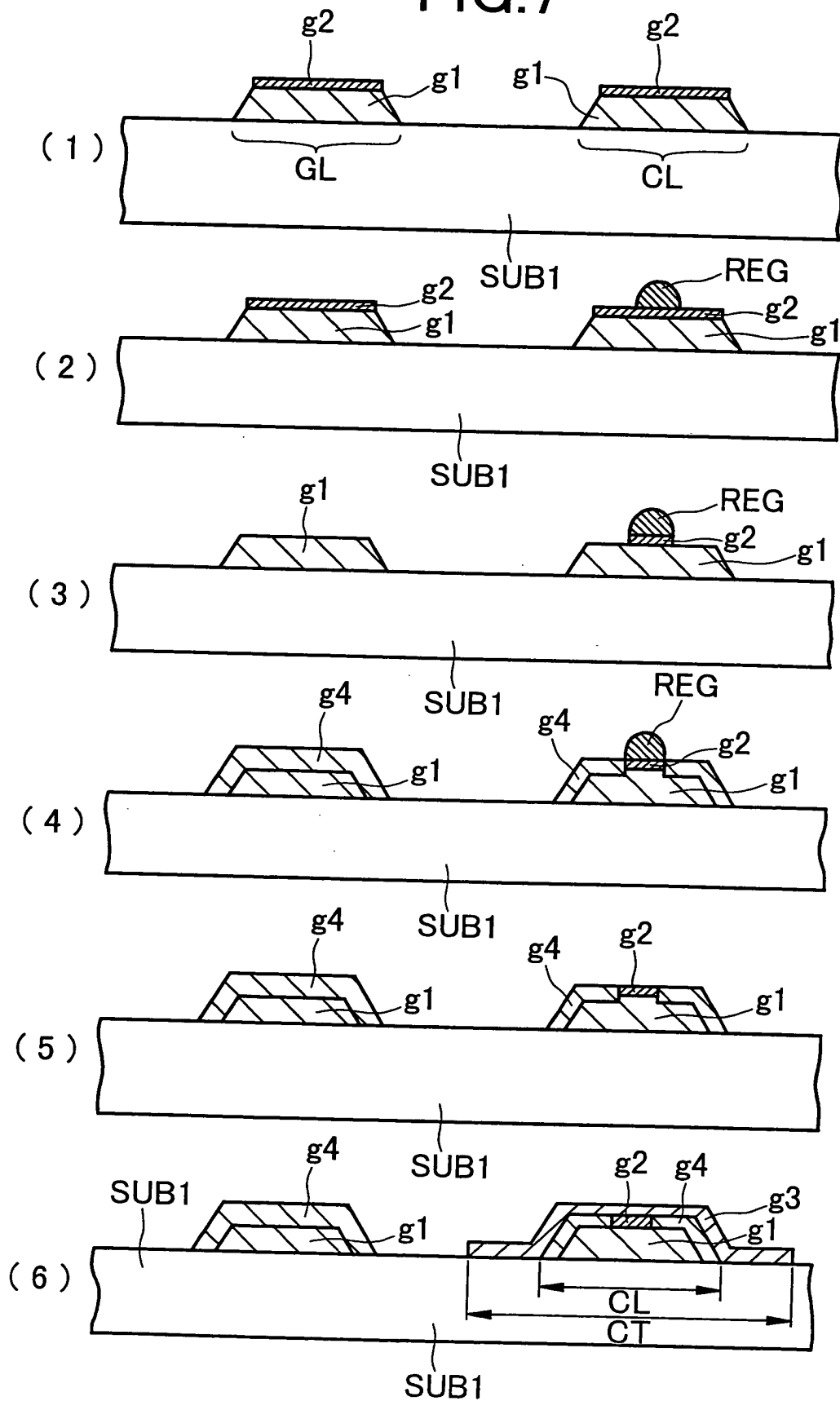


FIG. 6

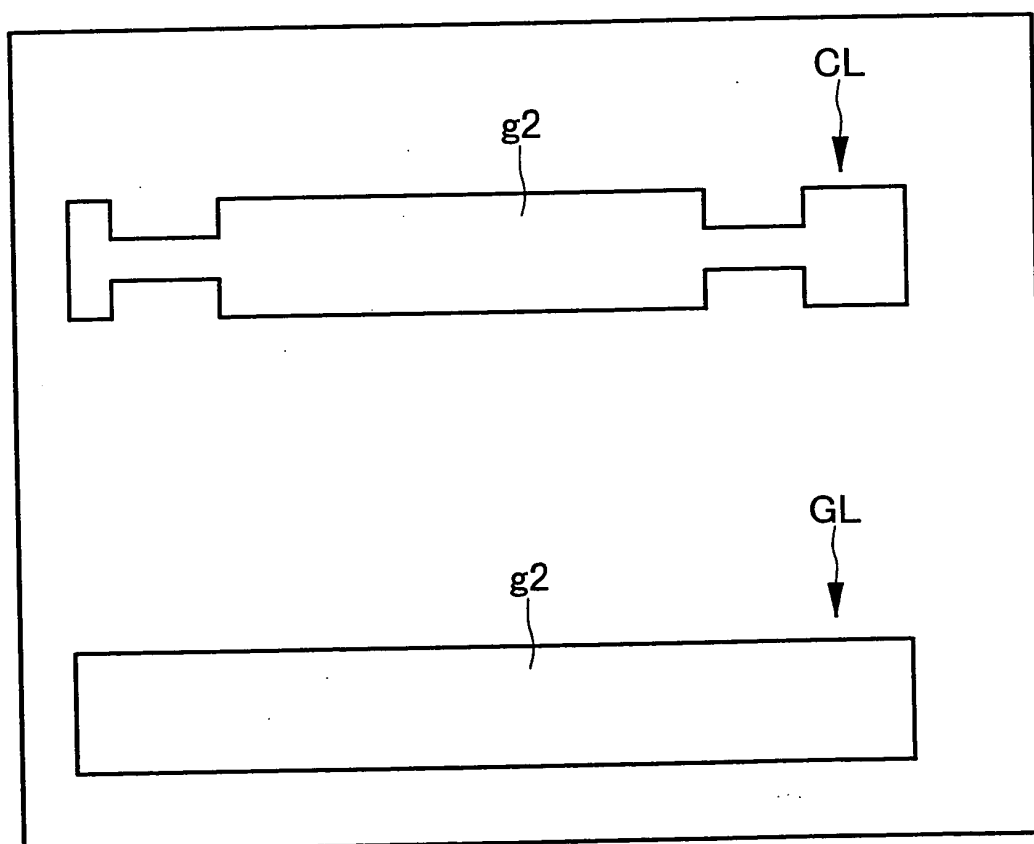
FIG.7



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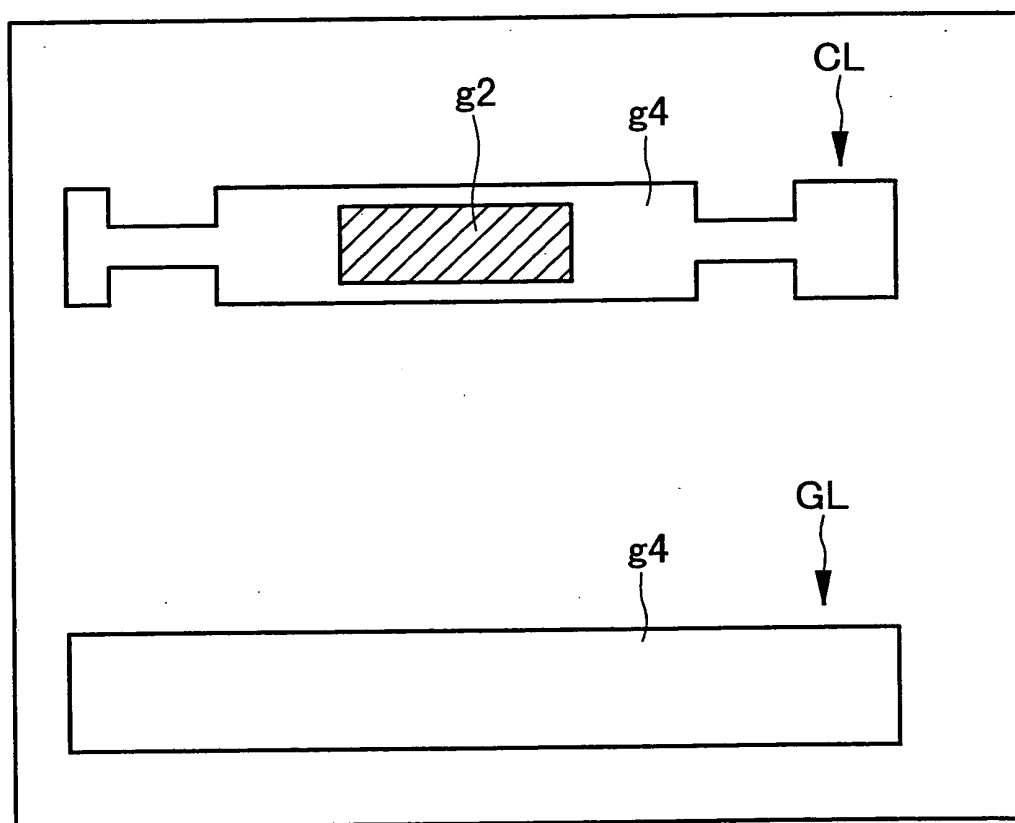
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FIG.8



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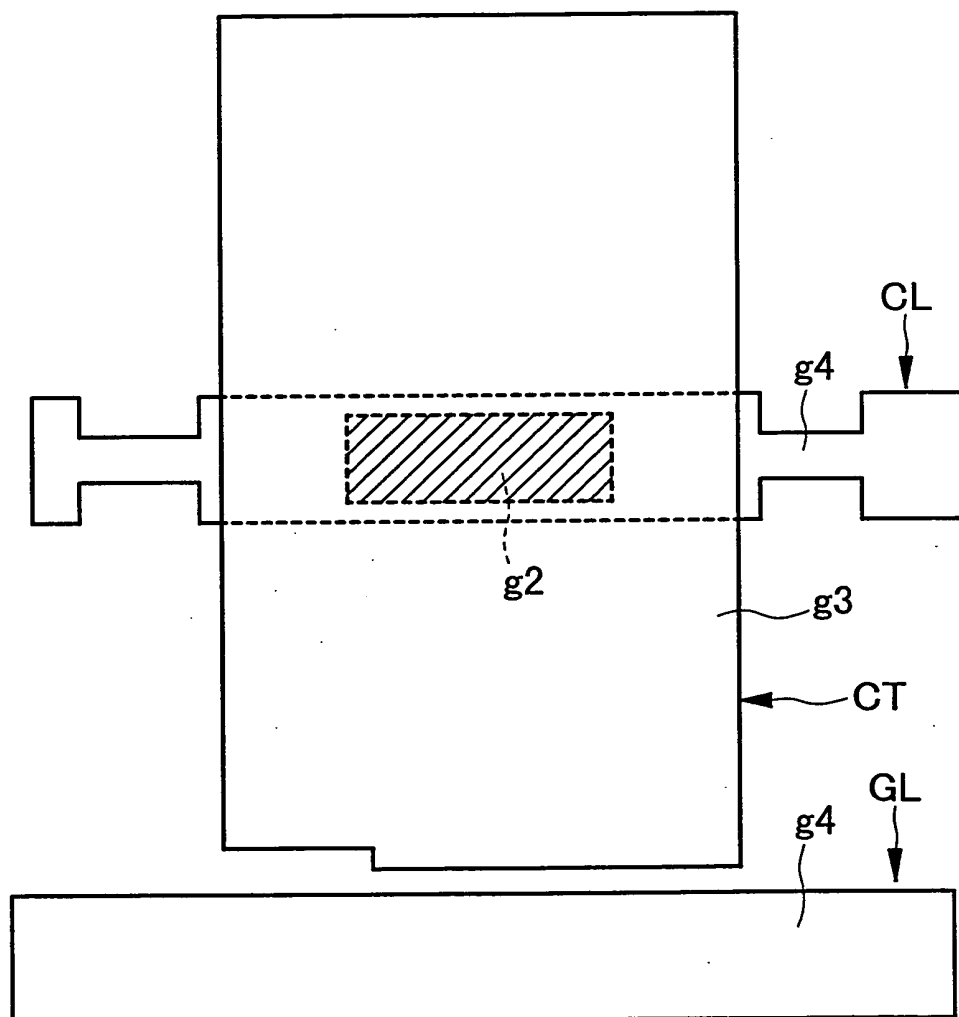
FIG.9



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FIG.10



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FIG.12

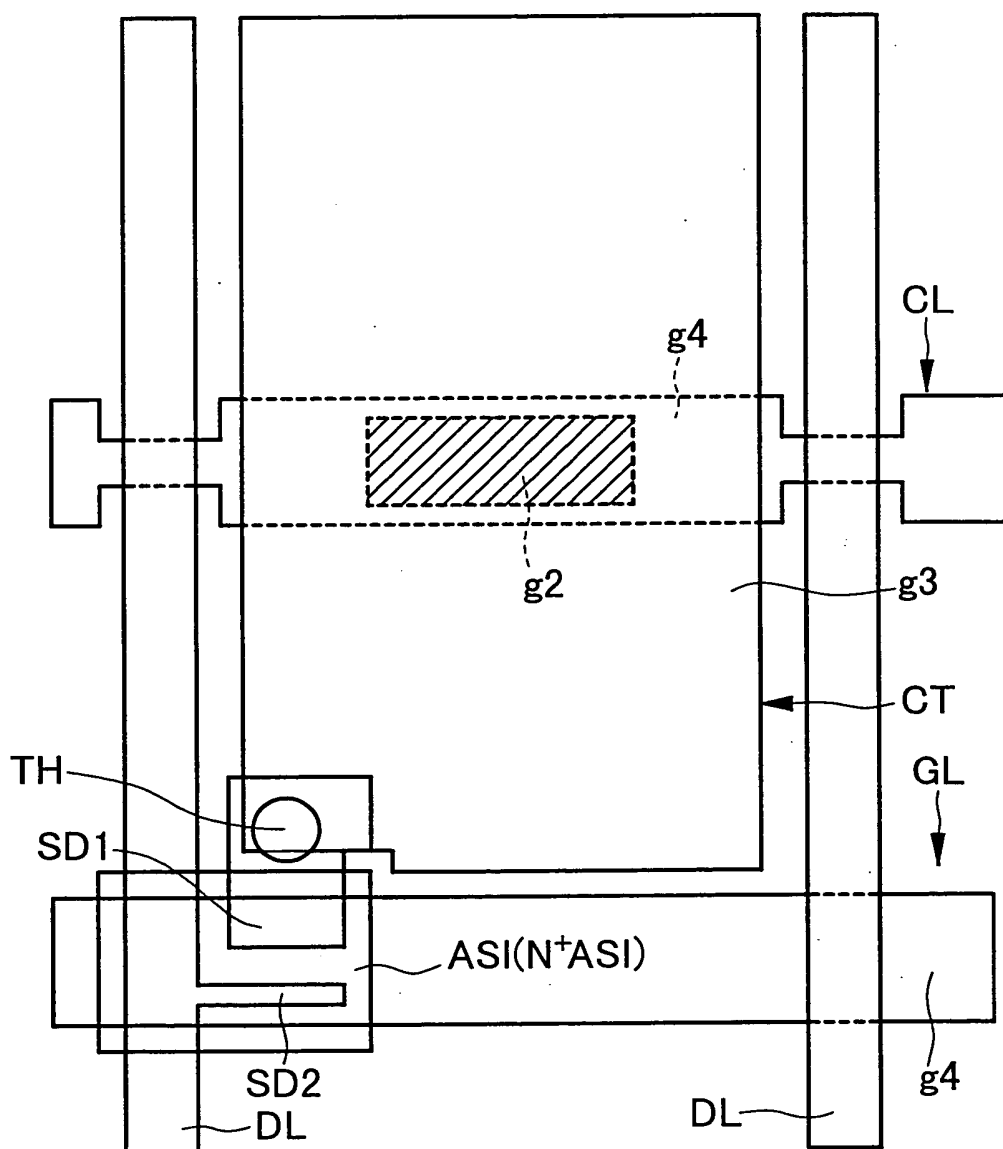
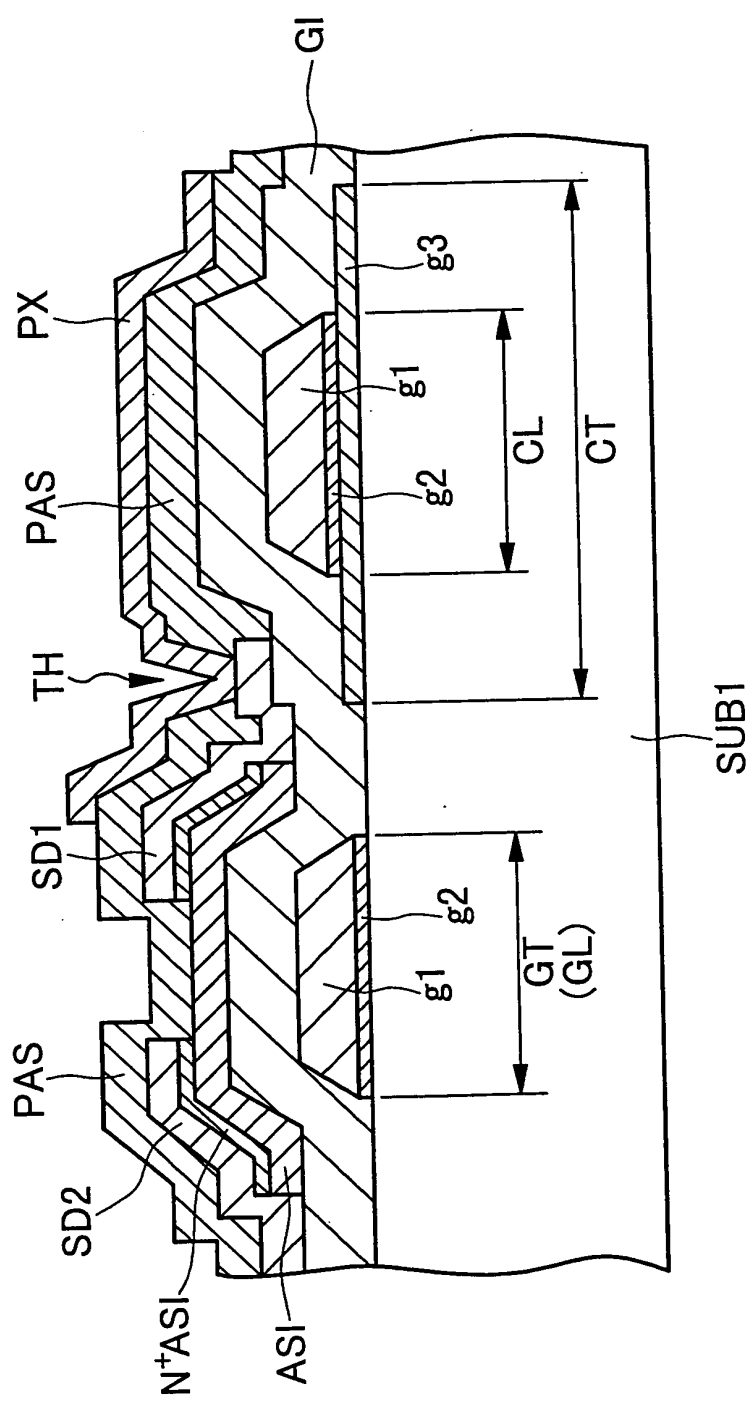


FIG.13



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FIG.14

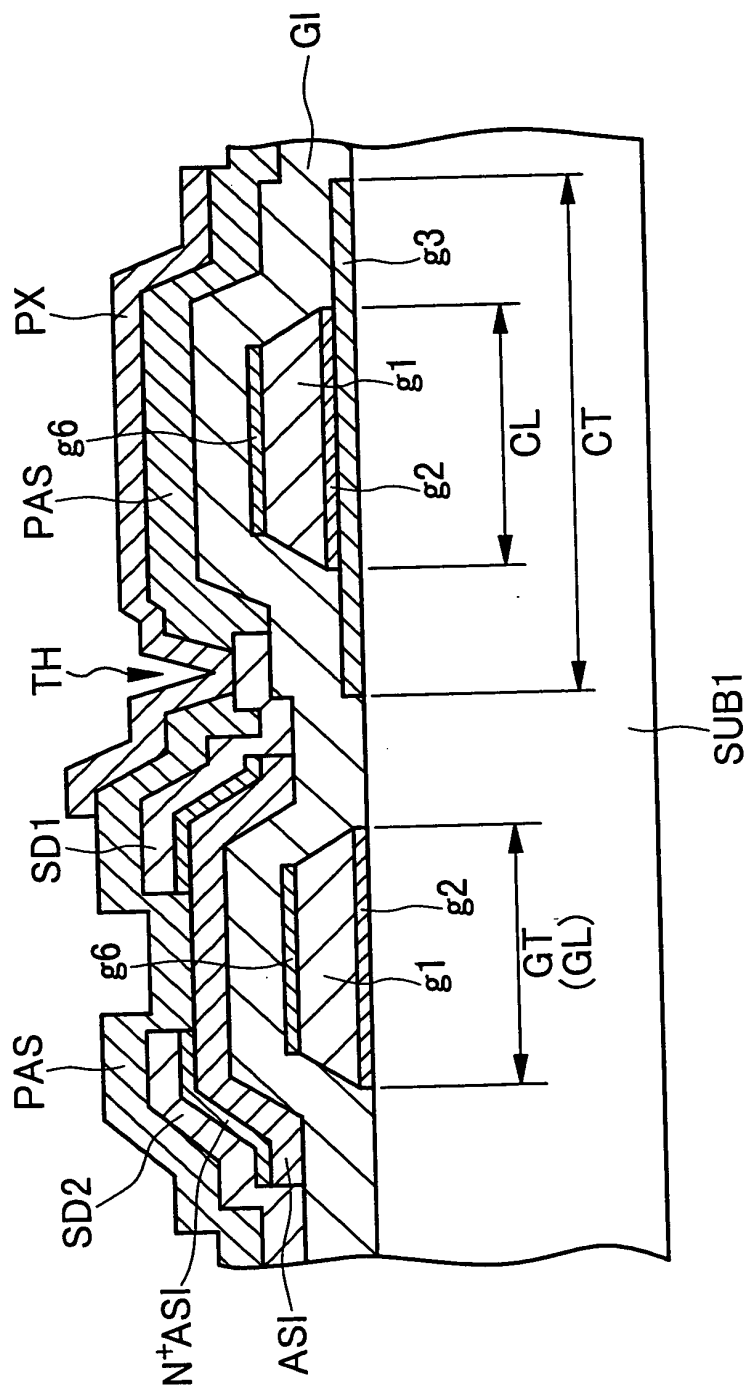


FIG.15

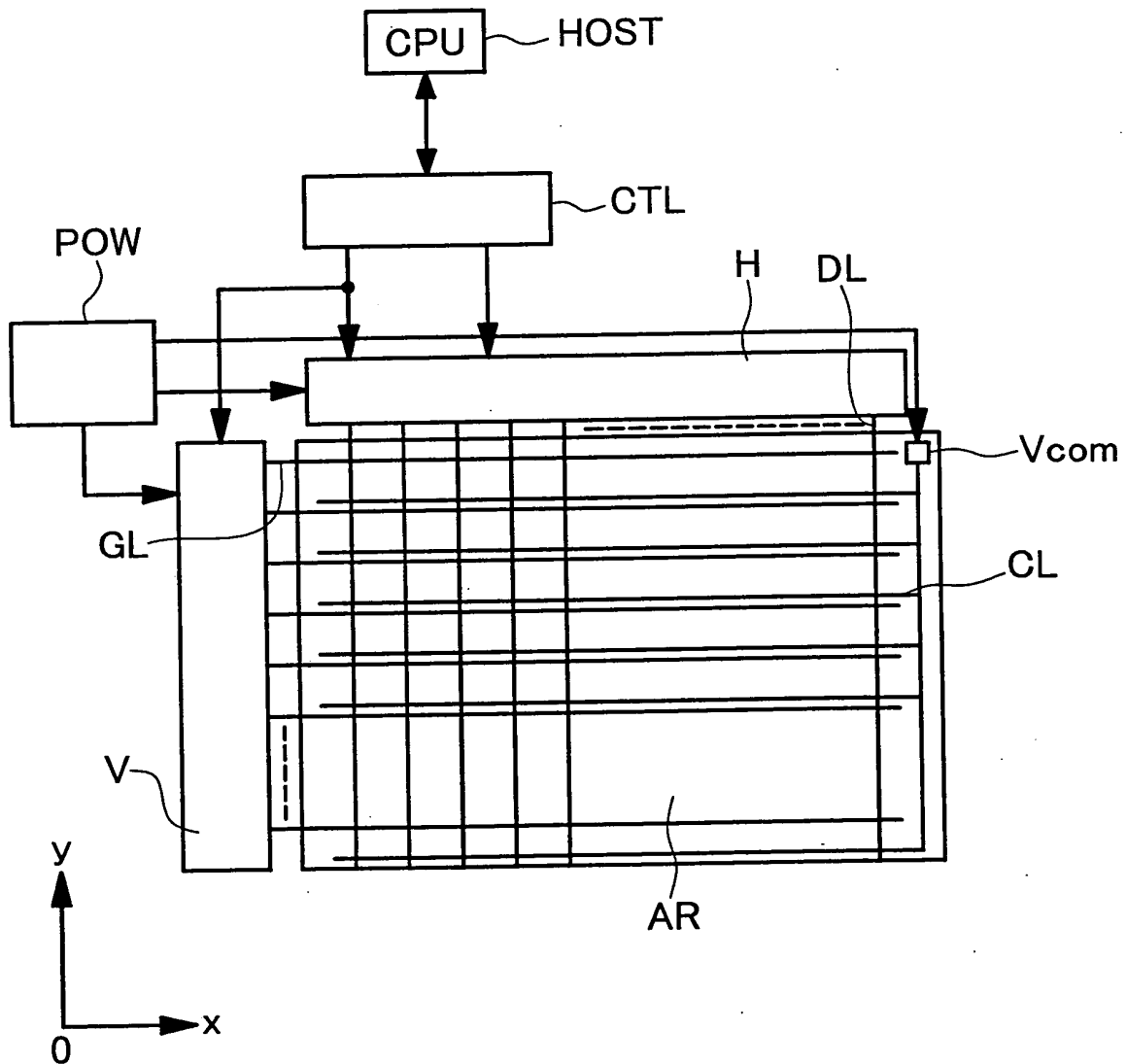


FIG.16A $V_{G(i-1)}$

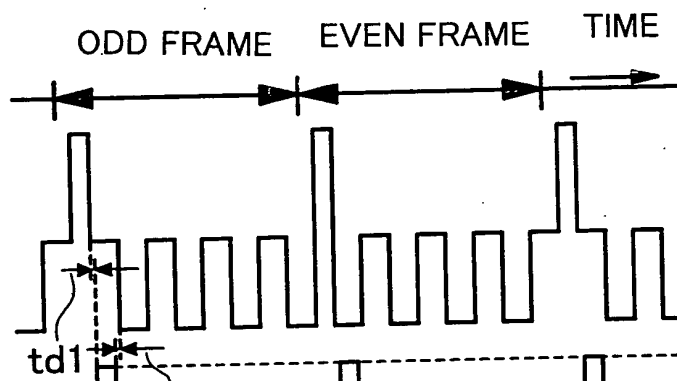


FIG.16B $V_{G(i)}$

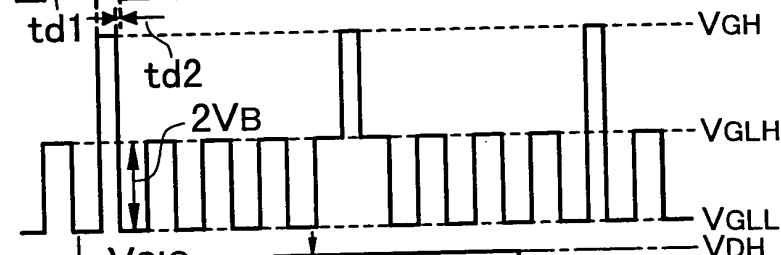


FIG.16C $V_{D(j)}$

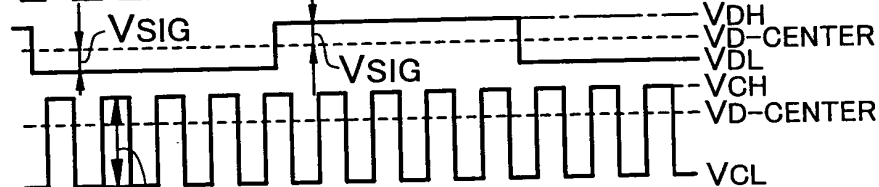


FIG.16D V_c



FIG.16E $V_{s(i, j)}$

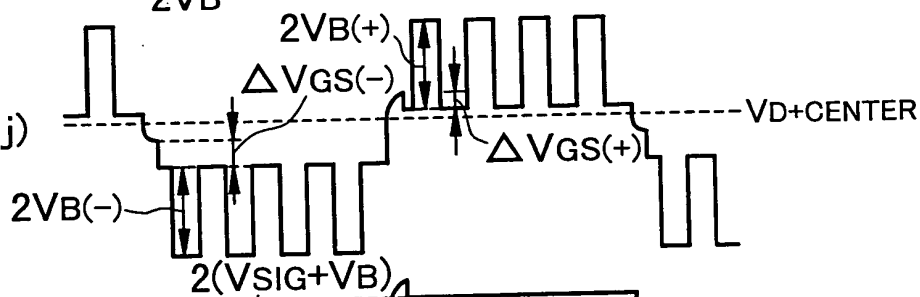
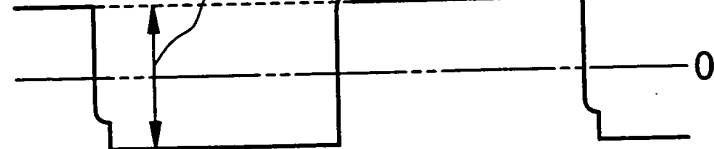


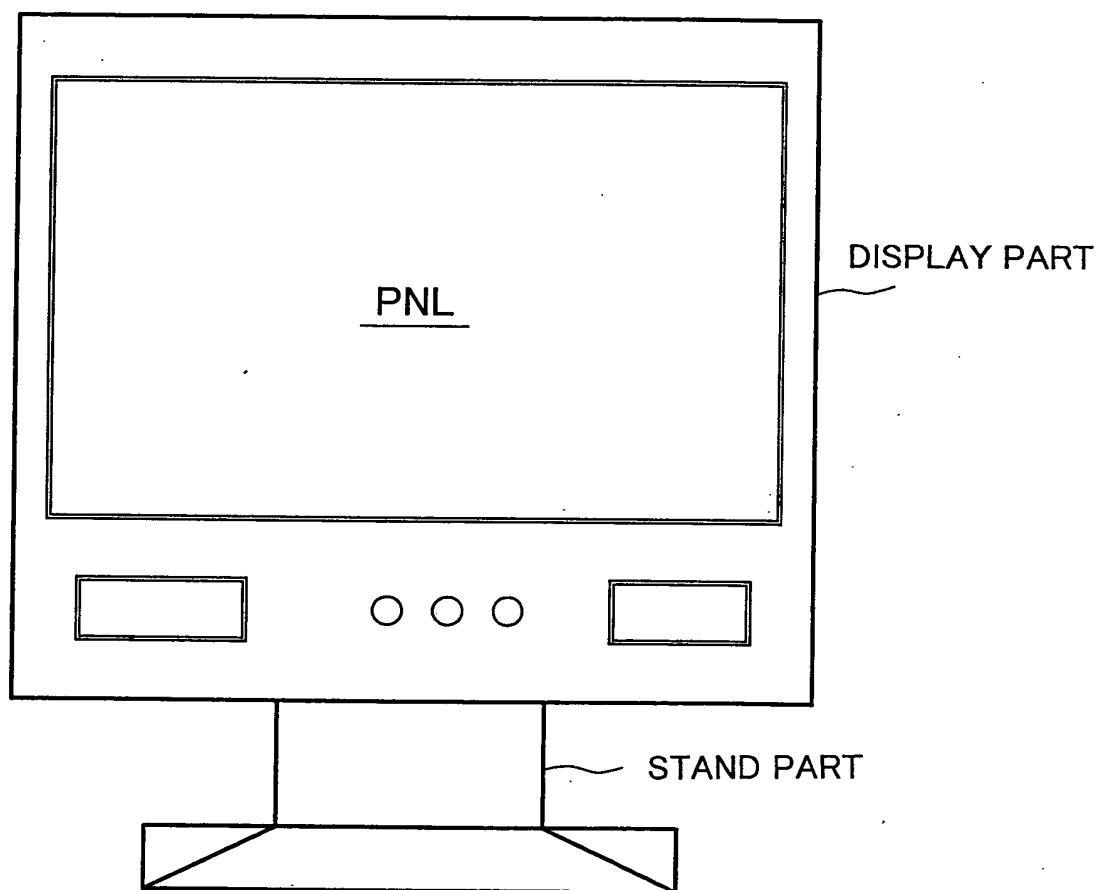
FIG.16F $V_{LC(i, j)}$



This diagram shows a cross-sectional view of a liquid crystal display assembly. The central region is the PNL (Pixel Nematic Liquid Crystal layer). It is surrounded by a frame structure. On the left side, there is a vertical stack of layers: FC (Film Coating), COP (Common Optical Panel), FGP (Flexible Glass Panel), TTB (Thin Transistor Buffer), TCP (Thin Transistor Control Panel), TTM (Thin Transistor Matrix), CHI2 (Common Ion Exchange Layer 2), DTM (Driver Transistor Matrix), FGP (Flexible Glass Panel), and FC (Film Coating). On the right side, there is a horizontal stack of layers: FC (Film Coating), FGP (Flexible Glass Panel), PCB1 (Pixel Control Board 1), CHI1 (Common Ion Exchange Layer 1), and GTM (Gate Transistor Matrix). At the bottom, there is a horizontal stack of layers: FC (Film Coating), FGP (Flexible Glass Panel), PCB3 (Pixel Control Board 3), CJ (Common Junction), SUP (Support), and PCB3 (Pixel Control Board 3). The assembly is shown in a perspective view with a horizontal arrow 'H' and a vertical arrow 'V' indicating the viewing directions.

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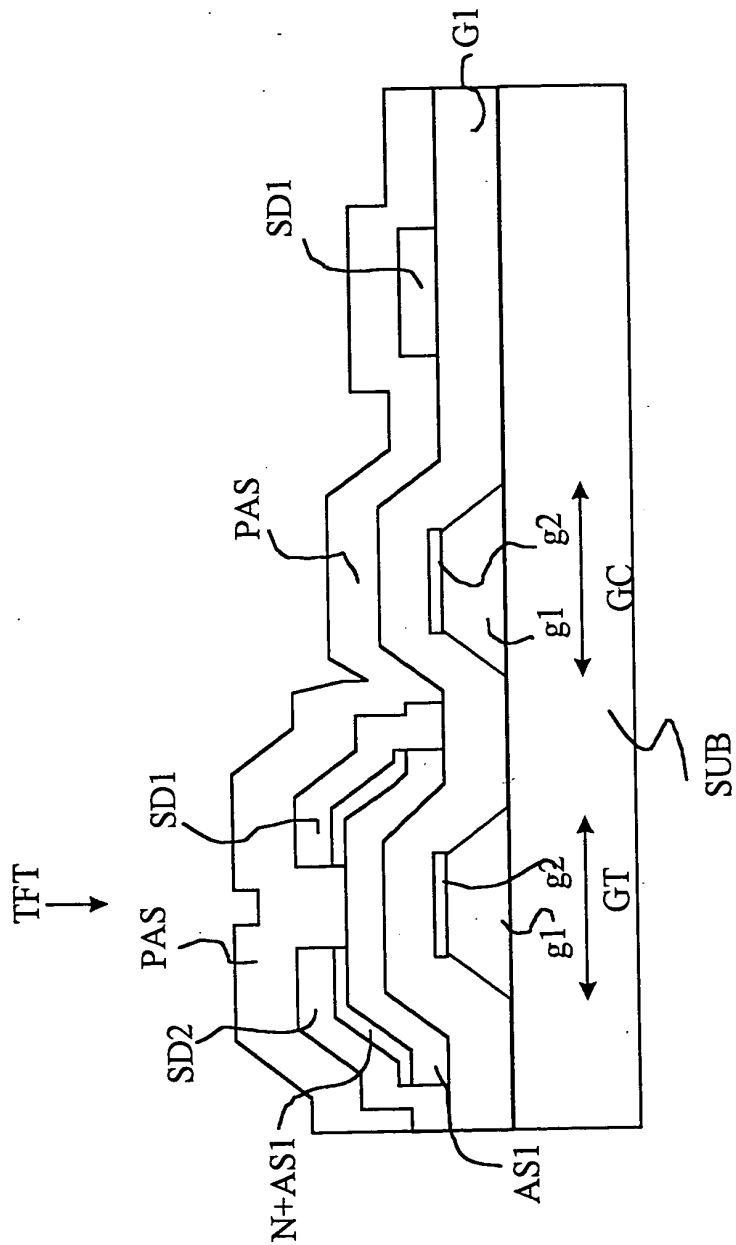
FIG.18



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FIG. 19

Fig. 19



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Fig. 20

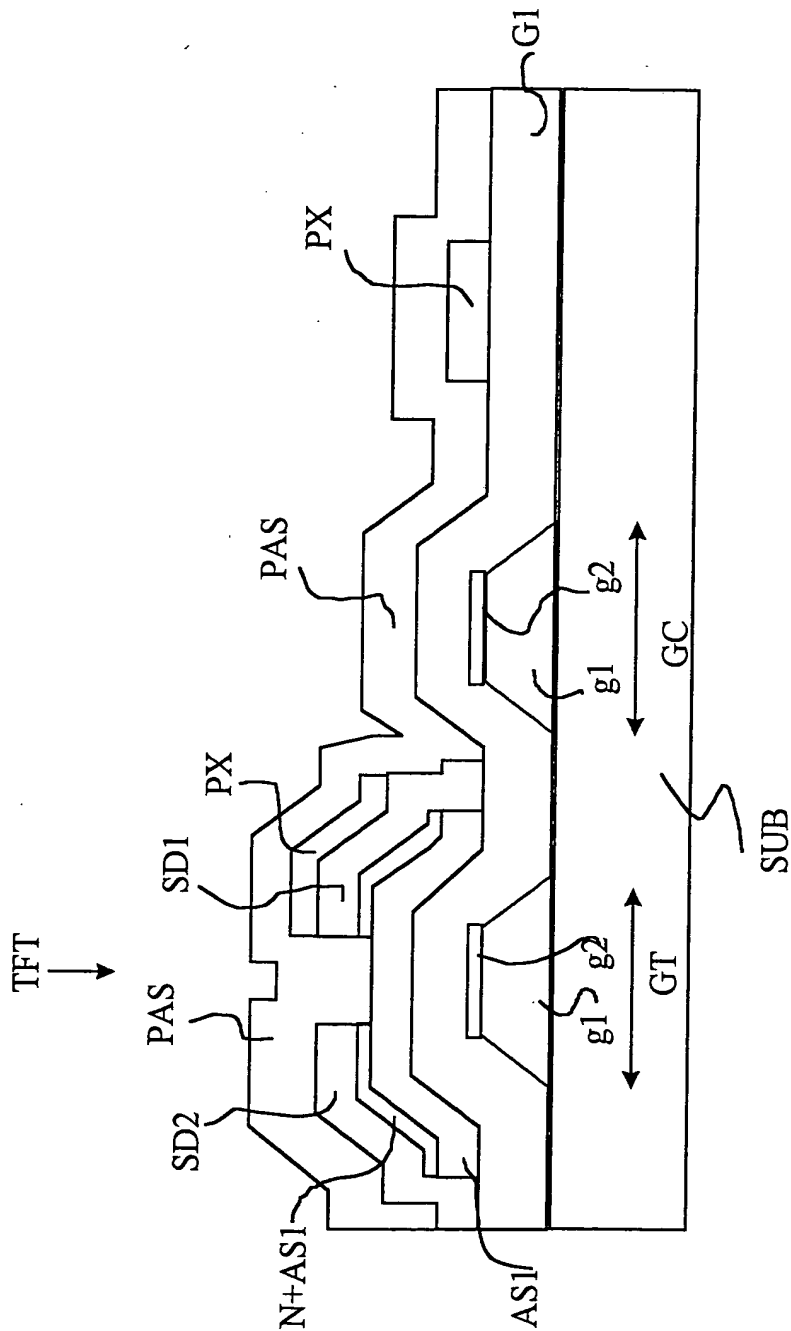


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Fig. 21

